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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/663,347	09/15/2000	Yoshiaki Endo	05905.0126	1855

22852 7590 10/18/2002

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EXAMINER

RADA, ALEX P

ART UNIT PAPER NUMBER

3713

DATE MAILED: 10/18/2002

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No. 09/663,347	Applicant(s) ENDO ET AL. <i>en</i>	
	Examiner Alex P. Rada	Art Unit 3713	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 23 September 2002.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-23 is/are pending in the application.
- 4a) Of the above claim(s) 9-23 is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-8 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- 11) ☐ The proposed drawing correction filed on _____ is: a) ☐ approved b) ☐ disapproved by the Examiner.
- If approved, corrected drawings are required in reply to this Office action.
- 12) ☐ The oath or declaration is objected to by the Examiner.

Priority under 35 U.S.C. §§ 119 and 120

- 13) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☒ All b) ☐ Some * c) ☐ None of:
1. ☒ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.
- 14) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. § 119(e) (to a provisional application).
- a) ☐ The translation of the foreign language provisional application has been received.
- 15) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. §§ 120 and/or 121.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) Paper No(s). _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152) |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO-1449) Paper No(s) _____ | 6) <input type="checkbox"/> Other: _____ |

DETAILED ACTION

Election/Restrictions

1. Applicant's election with traverse of Species in Group 1 in Paper No. 7 is acknowledged. The traversal is on the ground(s) that the merits would not present a serious administrative burden to the Examiner. This is not found persuasive because the basis for the merits would be a burden to the Examiner as noted in the previous office action.

The requirement is still deemed proper and is therefore made FINAL.

2. Claims 9-23 are withdrawn from further consideration pursuant to 37 CFR 1.142(b), as being drawn to a nonelected invention and species, there being no allowable generic or linking claim. Applicant timely traversed the restriction (election) requirement in Paper No. 7.

Claim Rejections - 35 USC § 112

3. The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

4. Claims 1-8 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

Claim 1 recites the limitation "the first action scene" in line 3. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the first player character" in line 3. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the first enemy character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second action scene" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the second enemy character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the predetermined camera angle" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 1 recites the limitation "the player" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 4 recites the limitation "the attribute value" in line 2. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first action scene" in line 3. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first player character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the first enemy character" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the second action scene" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the second player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the second enemy character" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the predetermined camera angle" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 7 recites the limitation "the predetermined command" in line 8. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the camera angle" in line 4. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first enemy character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "said first player character" in line 5. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first action scene" in line 6. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first player character" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the first enemy character" in line 7. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the second action scene" in line 8. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the second player character" in line 8. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the second enemy character" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the predetermined camera angle" in line 9. There is insufficient antecedent basis for this limitation in the claim.

Claim 8 recites the limitation "the predetermined command" in line 11. There is insufficient antecedent basis for this limitation in the claim.

In claim 4, the phrase, "the attribute value of said first player character and/or said first enemy character based on said predetermined commands" is vague and indefinite. Do the attribute values of the first player "and" the first enemy character based on the predetermined commands or does the attribute values of the first player character "or" the first enemy character based on the predetermined commands? The same applies to claim 5.

Claim Rejections - 35 USC § 102

5. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

6. Claims 1-8 are rejected under 35 U.S.C. 102(a) as being anticipated by Final Fantasy

VIII.

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7. Final Fantasy VIII (FFVIII) RPG game with the examiners knowledge of the FF VIII game discloses a first action scene between a first player character and the first enemy character and the second action scene between the second player character and the second enemy character based on the predetermined camera angle to project the first player character and the first enemy character related to the predetermined command which is given to the first player character a player (pgs. 12-35) as recited in claims 1, 7, and 8. The predetermined command is the attacking command for the first player character attacking the first enemy character (pg. 20-23) as recited in claim 2. The game device displays the enemy character around the player character before it displays the action scene as recited in claim 3. The attributes value of the first player character and/or the first enemy character based on the predetermined commands as recited in claim 4. The first action scene displays the damage of the player first character and/or the first enemy character based on the attribute value that changes in accordance with the predetermined commands as recited in claim 6.

Conclusion

8. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Miyamoto '431 discloses a video game apparatus, which includes an external Rom, which holds player object data, basic shadow object data and light object data.

Miyamoto '315 discloses a game system utilizes a first game machine a second game machine.

Sakaguchi `937 and `862 discloses a video game of enhance realism in which actual combat is closely simulated.

Miyamoto `962 discloses a video game apparatus that determined straight lines respectively connecting between the player object and a North Pole, target and marker, and determines respective directions.

Rutgers `609 discloses a multi-user interactive virtual environment system wherein each user is provided with data to generate a respective image of the virtual environment and character therein.

Takahashi `545 discloses a favorable playing environment in a video game by automatically providing an optimum viewpoint without placing a burden on the player.

Aoki `524 discloses each character that makes an appearance in a game is provided with a program, which is dependent of other programs for deciding the action of the character and with a program counter.

Itou `940 and `998 discloses a game apparatus in response to a manual input, a table of additional abilities, such as magic art, possessed by an enemy character on a display screen that presents a fight fought between a player character and an enemy character.

Kawazu `653 discloses a game apparatus for determining a contact situation between a player character and an enemy character on a display screen.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Alex P. Rada whose telephone number is 703-308-7135. The examiner can normally be reached on Monday - Friday, 08:00-16:00.

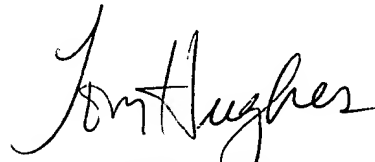
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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Tom Hughes can be reached on 703-308-1806. The fax phone numbers for the organization where this application or proceeding is assigned are 703-872-9302 for regular communications and 703-872-9303 for After Final communications.

Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist whose telephone number is 703-308-1148.

Alex P. Rada
Examiner
Art Unit 3714

APR
apr
October 8, 2002


S. THOMAS HUGHES
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 3700